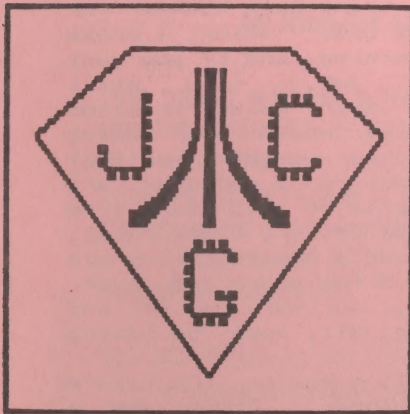




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THE JERSEY ATARI COMPUTER GROUP

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From the Editor's Desk...

The theme word this month is NEW. We have many exciting things to think about since the appearance of the XE and ST series computers. The addition of such a range and variety of peripherals came as a pleasant surprise and the prices of everything is going to send shock waves up and down the computer community.

Beginning this month we can look forward to two NEW columns. Walt Morris begins his series, "ATR Talk", for the user of the ATR computer and Tom Pazel offers the first mini-lesson for intermediate to advanced BASIC programmers, "Byte-sized Programming."

You will also find a complete copy of the JACG proposed by-laws. Be sure to read them over and be ready to discuss them prior to adoption at our next meeting. A world of thanks to Dennis Hoskins for putting this valuable document together for us in such a professional way. Anticipating the clause directed toward the Treasurer, Ron Kordos includes his annual financial statement. Look it over and see what a healthy and well run organization you are a part of.

So that's what's new. Almost. There are all kinds of articles written by the YOUs out there. Every month my mailbox stuffs itself with terrific material from members who give of themselves so the rest of us can learn. How about it? Join the parade of the NEWS this year by taking some time to contribute. My mailbox thanks you.

Frank Pazel
Editor-in-Chief, JACG Newsletter

MARK YOUR CALENDARS!! JACG Meeting Schedule

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April 13, 1985
May 11, 1985

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ATARI® POWER WITHOUT THE PRICE™

From the Conn.....

Measured by JACG meetings, another month has come and gone. But this has been a most exciting month. The Consumer Electronics Show was held in Las Vegas in early January and Atari wowed the world with its new machines (See Dick Kushner's excellent articles on the Winter CES, elsewhere in this newsletter).

Last month, in this very space, I asked the question of whether you actually would want, or need, one of the new Atari computers. I still firmly believe that an Atari 800/800XL/1200XL/65XE/130XE computer will satisfy most of the home computerists needs. Look around, SYNCalc is one of the best spread sheet programs for ANY computer, Data Perfect or SYNFile+ will satisfy your database needs, Atariwriter/Letter Perfect/Writer's Tool will allow you to do all of the word processing you would ever want to do. And games? Jeezzzz, there's hundreds of 'em.

What did I leave out? Telecommunications? There are more than enough modem programs to allow you to select from the best. Tax programs, languages (over a dozen at last count), educational, self-help, software abounds. What more do you want?

Okay, so you wanna mouse! Buy a "Jackintosh". So, you want to make your Apple Mac owner friends jealous because because you paid only a third of what they spent. Buy a "Jackintosh". Hey, maybe you want to introduce someone to computers who is totally unfamiliar with them. Buy a "Jackintosh". The point is, you and me and the other 500 JACG members who have spent XXX years with their Atari computer, have spent XXX dollars on software and have spent XXX time learning how to use the damn thing, are not meant for the "Jackintosh".

That's right! You heard me correctly! The Atari ST computers will not significantly add to the computer power you already possess with your existing Atari computer. Save your money. Buy something really new and exciting and fantastic and high-tech. Buy a Compact Disc player and enjoy some beautiful music.

If you don't already own an existing Atari computer and would like to utilize the computer as a tool for work or pleasure, by all means.... BUY A "JACKINTOSH". There is no reason why computers have had to be as difficult to learn to use as they have been. Like the OVERpriced MacIntosh, the new Atari ST computers will allow you to use the computer for whatever your own purposes are without having to be bothered by the mechanics of computer use. Why should you have to hold down a Control key and a cursor key to get to a certain place on the screen. Use a mouse! Why be bothered with idiotic commands that don't even make sense to the designer? With mice, icons, windows, pull-down menus, etc., the new Atari ST computers should be a breeze to use.

These words may sound heretical but I am telling you now. Consider carefully what your needs are and don't be too eager to buy the latest toy.

Back to club business. I think our January meeting was one of the best we ever had. I would like to thank Dick Kushner for his super report about CES. (Dick, I spoke to Perry White this morning, and if you want that cub reporter job, it's still available). I also think Oscar Granison (whoever thought they would be seeing computer art videos at our monthly meeting) for his unique and well-done computer art presentation. Of course we also heard from our tireless Newsletter Editor, Frank Pazel, who always seems to have a few tricks up his sleeve every month and the young and ever-present Scott Brause, our very own VP and SYSOP. Great Meeting, Ali, keep 'em coming like that.

I'd like to end this months "Captain's Log" with a short reminder. There are a handful of very talented, giving people among us who continue to volunteer their time, efforts, and other resources so that we all might enjoy our Atari adventure. Whether it be regular columnists in this newsletter, members giving demos at the meeting, officers managing the various duties of the club or volunteers helping set up the meeting, pass out flyers, mail newsletters or run errands, they rarely get the thanks they deserve. I have said it before and now I ask again, politely, next time you see someone who has contributed to our club, smile, shake his or her hand, and say THANK YOU! We all appreciate it.

Arthur Leyenberger
JACG President

J A C G Hotline

(201) 884-1642

The JACG Hotline is a service offered by the Jersey Atari Computer Group to it's members and everyone else. The purpose of the Hotline is to disseminate information about the world of Atari computing in an easy to use method and be available to all. The Hotline is available 24 hours per day and can be reached by calling (201) 884-1642. You don't need a modem to call!

When you call the Hotline you will hear a recorded announcement containing information about JACG and Atari computing. The message number and date are mentioned first, followed by Atari news. After the Atari news, information about joining JACG will be given. Messages for any of the JACG officers may be left at the end of the announcement.

A second purpose of the Hotline is to provide information about JACG activities in a timely manner to as many people as possible. For example, if it is snowing or there is a Bell System strike, calling the Hotline will tell you if there is going to be a meeting.

Suggestions for improving the JACG Hotline are always welcome.

(201) 884-1642

J A C G Hotline

Report from the Winter CES

Atari: Power Without the Price

by Richard Kushner-JACG

This report will be a detailed account of Atari's showing at the CES in Las Vegas, from January 3-8. I will cover the new Atari products, my discussions with the Atari people at the show and what others thought about the new Atari line. A separate article will discuss some of the other electronics goodies that were also shown.

The most important development in computers this year will not be high prices.

Atari - Power Without the Price

These two quotes from Atari's literature set the stage for the new product unveiling. And what an unveiling it was! From the moment you left the airport you knew this was to be Atari's week. Three large displays greeted you as you drove into town, reminding you that you were "Entering Atari Country" and warning Apple and IBM to be on alert. The large Atari exhibit had a burgundy colored theme, and all the machines were draped in black velvet when the show opened. All was awaiting the appearance of Jack Tramiel and the Governor of Nevada, who officially cut the ribbon to open the show at noon on opening day. The presence of the governor was more than symbolic. Atari is apparently moving their corporate headquarters to Nevada (for tax purposes?) The large crowd that had gathered was then given their first look at the new products, demonstrated by Atari employees wearing burgundy v-neck sweaters. With no further ado, here is the new line, with brief descriptions of each item:

1. The XE family: There are four machines in this family. All are 800XLs at heart, with Atari BASIC built-in, and with 100% compatibility with existing software. The outside is somewhat different and presumably the manufacturing costs are less. The 65XE is truly the 800XL in a new package, but without the serial connector to the bus on the backside. This seems to imply that Atari does not plan to market add-ons that use this bus. The cartridge slot is now in the back, using the space that the bus connector once occupied. Price will be "under \$120", and my guess is closer to \$100. The 65XEM, not shown at the show, adds a new music chip (the so-called "Amy" chip) to give 8 independent voices, 10-2/3 octaves of notes and other musical enhancements. It can be hooked up to your own audio equipment to hear its true capabilities. Those who have heard it say it is spectacular. The 65XEP is the portable version. Operated by rechargeable batteries,

it has a 40/20 line monochrome display and built-in 3.5 inch disk drive. Yes, that is correct - a 3.5 inch disk drive which uses this new disk format. Other drive can be attached through the rear. Presumably you will need at least one 5-1/4 inch drive since all current Atari software is on this format. A shoulder strap makes this transportable. The front cover holds the detachable keyboard and the rear cover serves as a stand to tilt the main unit for convenient viewing. The 130XE is the 128K version of the 65XE, using bank switching to access the additional memory. Its price is expected to be about \$170.

2. XE Peripherals: All of the following peripherals are compatible with the 400/800 and XL computers. There are four new printers. The XTM201 is a 20 CPS dot matrix thermal printer and the XTC201 is the same printer with color capability. Being thermal printers, they require special paper and the printing I saw was very nice. These very small, compact units will be very inexpensive. The XTM801 is an 80 CPS dot matrix printer, whose chief claim to fame is that it will be price under \$200. This is the same price range for the XDM121, a 12 CPS daisy wheel printer. Yes, that's right, a real daisy wheel printer for under \$200. The print quality was excellent.

The 1050 disk drive has been repackaged to fit in with the color and style of the new machines and will be called the XF521.

Two new monitors for the XE series are available with the Atari name. The XC141 is a 14" composite color monitor and the XM128 is a 12" monochrome monitor with 80 column capability. I didn't get prices, but I'd be surprised if they weren't appropriately low.

A new, compact modem, the XM301 was also unveiled. It is a 300 baud, direct connect modem with autodial capability. It is about the size of a joystick base.

4. The ST series: We now leave the world of 800XL compatibility and head into new territory. The 130ST and the 512ST comprise Atari's entry into the "Macintosh world". The 130ST has 128K of memory (non-expandable) and the 512ST has 512K. These computers use the same microprocessor as the Mac (the 16/32 bit Motorola 68000) and work in a very "Mac-like" environment. They use a "bit mapped" screen, meaning that even text is treated as graphics, permitting various fonts to be displayed on the screen. They use the "desktop" metaphor with icons that picture disks, file folders, trash cans, etc. They have pull-down menus and use a mouse to select

items. They permit multiple windows, resizing and moving of windows. They have accessories that can be called upon when needed, such as a calculator or clock and, for a break from work, "Break Out" was available on the unit demonstrated. In short, for those who have seen the Macintosh, it behaves very much like one. This is no surprise, since it uses Digital Research's GEM operating environment which sprung from same basis as the Macintosh.

But the ST computers go further - they add color. There are three graphics modes. The lowest resolution (which corresponds in resolution to the highest resolution of the 400/800, XL and XE computers) is 320 X 200 and permits 16 colors at one time! The medium resolution screen is 640 X 200 and supports 4 colors. The highest resolution is 640 X 400 in monochrome. The medium and high resolution modes can use 8 levels of red, green and blue for their colors. Now for prices, and sit down before you read any further. Would you believe \$399 for the 130ST and \$599 for the 512ST? That's it, folks. As an aside, the ST computers were internally known as the RBP Box (for Rock Bottom Price) and now you know why. Of course, you also have to add a screen and disk drive, but we'll get to those peripherals in a moment. The ST computers have a MIDI interface to control an external music synthesizer. Internally, they provide three voice capability with wave shaping and a wide frequency range. There is a cartridge slot (for up to 320K of ROM) and two joystick ports (after all it is an Atari), with one joystick port also serving as a two-button mouse port. There's a parallel interface for printers, a serial port for modems, a connection for composite video and one for RGB. The STs will apparently come with a choice of either BASIC or LOGO. What about software? There certainly is precious little now and Atari is working fast to remedy that. Jack Tramiel held a meeting with software publishers on Sunday evening and told them how anxious Atari was to work with software developers as far as releasing information and even to financing worthwhile projects. Atari has also held conversations with Lotus, developers of 1-2-3, Symphony and the soon-to-be released Macintosh product, Jazz. A Lotus product running on the ST computers will certainly make a very impressive, low priced business machine, even though this is not the market that Atari is going after.

5. ST Peripherals: Printers that are available for the ST series are similar to those available for the XE series, but with different designations. The STC204 and the STC504 are 20 CPS and 50 CPS thermal color printers. The SMM801 is the 80 CPS dot matrix version and the SDM121 is the 12 CPS

daisy wheel model. The SF354 is the 3.5" floppy, which has 500K storage capability and the SH317 is a 3.5" 10MB hard disk. Monitors will be designated SM124, the 12" monochrome model, and SC1224, a 12" RGB color monitor. At the show, some of the computers were demonstrated with a larger monitor, designated the VM300F, which I was told Atari was "looking at" as a product. Also seen was a SMF324 monitor, which had a 3.5" disk drive built in. I did get prices on the drives. The 3.5" floppy will be about \$150 and the hard disk about \$600.



Atari Corporation's Jack Tramiel now wows with the Governor of Nevada at the CES. Could they be discussing the location of the new corporate headquarters soon to be located in the Governor's state?

So let's add up the cost of a top of the line ST computer with hard disk, one floppy disk and a color RGB monitor. That should come to about \$600 + \$600 + \$150 + 300 (with the monitor estimated at \$300). That's a grand total of \$1650. Keep in mind that it currently costs \$1000 just to upgrade your Macintosh from 128K to 512K! Also remember that the Atari 800 with 8K of memory and no disk drive and no monitor cost \$1050 when first introduced not many years ago. In the words of a high level Atari representative who I spoke with, "We have delivered on our promise for those who waited".

What about availability? The XE series is in production now, so availability should be virtually immediate. I presume existing stocks of 800XLs will go first, however. As for the ST computers, the official word is "first quarter 1985", which means very soon also. This would surprise me greatly. I do think, however, that software developers will certainly have the machines by the end of the first quarter. As for availability to the rest of us, I would be very surprised if to see the computers before the end of the summer. But then I have been pleasantly surprised by how much has been done in a very short

time already. Think about it. From a financial mess to new ownership to the new computers in only about six months.

And the future? Back in Sunnyvale, CA sits the Atari 32 bit machine, rumored to be derived from the Mindset computer. This is to be introduced at a computer show in Europe during the summer of 1985.

Clearly, the future is coming faster than most of us could have imagined. We Atari owners are a part of that future and we have tied our hopes to what seems to be the most dynamic entry in the computer field. While we retain a good bit of healthy skepticism, built on past unkept promises, we wish the new Atari Corp. the best of health and wealth. If Atari keeps the user groups in mind and informed we will continue to be the best representatives and supporters of both the new and old computers.



President Emeritus Dick Kushner patiently waiting for the opening of the Atari exhibit at the CES. We can understand the need for two Atari bags (balance), but what in heck kind of hat are you wearing?

There was a T-shirt from Atari that said "June 3, 1984 - The Day the Future Began". This day actually signalled the beginning of the end of Atari as it was. January 5, 1985 is really the day the future began for Atari. Watch out Commodore! Beware Apple! On guard IBM! The "Jackintosh" is here and things ain't ever going to be the same. I'm looking forward to observing the next few months a lot! After years of defending Atari computers, it will really feel good to be on the offensive.

A Little "Bit" On SynFile+

Single and Double Density Switches

by Joe Zarnitz - JACG

The following is "a little bit" and explains an undocumented procedure to change SynFile+ files between single and double density.

First you should make a copy of the file using the "copy" function of SynFile+. This procedure "empties the trashcan" and on files where records have been deleted this shortens the number of bytes considerably.

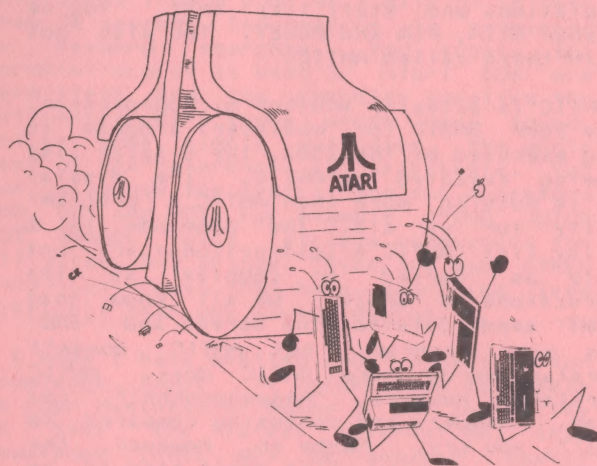
The next step is to change density using the "copy file" function of your favorite DOS with one drive set up for each density. The easiest seems to be RANA's SmartDOS, but ATARI's 2.0S also works fine. Be sure to get all 4 files (suffix's .IDX, .TBL, .D01, & .CNF). The wild card suffix will catch them all.

Now boot up SynFile+ and "OPEN" your file in its newest version. The density will adjust automatically. Select your file and then go to the "RECORDS" option, select "REINDEX" and reindex your file. You can reindex by the same criteria as before or by a new one, but you must go through this procedure if you want this to work.

Now you can use your file in any way that you wish, just as though you had made your original file in this final form.

If you have any questions call me at 201/539-4212.

GIVE YOUR LITTLE (OR BIG) BIT TODAY!



HAVE YOU RENEWED
YOUR MEMBERSHIP?

CHECK YOUR MAILING LABEL
FOR MEMBERSHIP EXPIRATION DATE

Byte-sized Programming

by Tom Pazel - JACG

Welcome to Byte-sized Programming, a column dedicated to the intermediate through advanced ATARI computer user/programmer. My purpose here is to help, instruct and inform those of you who are interested in getting the most out of your machine, but often have trouble clearly grasping some of the more 'complicated' aspects of the wonderfully powerful ATARI computer. We will take our subjects a little at a time, hence the name of the column.

For this column, I am assuming that you have a firm grasp of ATARI BASIC and I intend to stay within that realm. However, we will have to 'resort' to machine language for certain topics. Anyone wishing to see any particular subject covered in here, please contact me and I'd be happy to work it in ASAP.

With that out of the way, let's tackle the first topic: the Display List. Please don't scream and cry if you've never heard of them or if they sound terrible. Actually, the display list is probably the best first subject to learn about your ATARI, once you 'know' BASIC. In order to fully understand the graphics power of your computer, display list understanding is essential.

Some background on what a display list is and does: Your ATARI has several IC chips inside it. The RAM chips, of course, are very important. For display lists, however, the ROM chips are equally important. You've got your 6502 (the CPU) that does all calculations and stuff like that. You've got your GTIA, PIA and POKEY. You also got one in there called ANTIC.

ANTIC is actually another microprocessor. While your BASIC (or whatever) program is being executed by the 6502, the display list is being executed by ANTIC. The display list is nothing more than ANTIC's program! Luckily for us all, the commands in a display list (ANTIC's instructions) are not nearly as varied or complex as the instructions in BASIC. We all know that 'PRINT' sends data to the screen and 'END' stops your program, but ANTIC doesn't understand words like BASIC does. ANTIC understands numbers. "Aaaauggghh!", you scream. "Numbers are confusing compared to words!", you cry. Maybe so. However, the numbers in a display list don't need to be remembered the way we all remember what 'PRINT' and 'END' do. Most programmers on the ATARI look them up when needed, so don't let the idea of numbers discourage you in learning display lists.

Examine the following BASIC program:

```
10 GRAPHICS 2+16
20 DL=PEEK(560)+256*PEEK(561)
30 POKE DL+3,64+6
40 POKE DL+10,6
```

```
50 POSITION 0,0
60 FOR I=1 TO 12
70 PRINT #6;"MIXING TEXT MODES"
80 NEXT I
90 GOTO 90
```

Type in and RUN this program. Some of the code should be obvious as to what is happening; however, here is a line-by-line description.

Line 10: So far, easy, right? Set up a GRAPHICS 2 (Large text) screen with no text window (+16). By the way, every time a GRAPHICS command is executed, a display list is automatically set up by the OS.

Line 20: Simple assignment statement. Find the address of the display list and store that address in the variable DL. This formula ALWAYS tells you where the display list starts in RAM.

Line 30: Good ol' POKE. Change RAM. In this one, we are saying "Change the fourth byte of the display list to equal 64+6 (70)". What does that do? It changes ANTIC's instruction for the first line on the screen to be: "Hey, don't treat this line like GRAPHICS 2. I say it's now GRAPHICS 1." (For those of you who would like the technical jargon, the '64' tells ANTIC that this is a LMS (Load Memory Scan) instruction and the '6' is ANTIC's instruction (they're numbers, remember?) for a GRAPHICS 1 line.)

Line 40: Amazingly similar to line 30, huh? Doing the same as line 30 except that we're changing the eleventh byte of the display list instead of the fourth. This equates (on your screen) to the sixth line now being treated as GRAPHICS 1.

Line 50: Place the 'cursor' (it is invisible in GRAPHICS 1 and 2) at the upper left corner of the screen, ready to PRINT. Some of you probably think that this line isn't necessary. You are right.

Line 60: We're gonna do something 12 times.

Line 70: PRINT to the GRAPHICS screen the words 'MIXING TEXT MODES'. This is done to show the effect of the display list changes.

Line 80: End of the FOR loop in Line 60. This pretty much fills up the screen with our message.

Line 90: An infinite loop so you can get a good look at what happened. Wait 'til BREAK or RESET is pressed.

That's all there is to customizing a display list in BASIC! Find the display list in RAM (via the method in line 20), change it (via POKES similar to lines 30 and 40) and then send data to the screen. There is absolutely nothing else to it! Well, that's not really true. Display list modification CAN get a bit more complicated, but for now, think of it that way. And by all means, play with the above program.

Change some of the numbers in lines 30 and 40 and see what happens. I strongly recommend that you DO NOT change the '64' in line 30, but DO change the '3', '6's, and '10'. You will get the most drastic results by changing the '6's. For your sanity, only use numbers from 2 to 15 there. Any other numbers could cause unpredictable (and undoubtedly messy) results. Remember, no POKE ever hurts your machine physically, so go at it!

If you sufficiently play with this example program, you will be prepared for the next column in which we'll explore in depth the what, when, where, and why's of changing display lists. Until then, don't byte off more than you can chew.

Knowledge Index

by Martin Mercorelli-JACG

What issue was that article on display list interrupts in? Where can I find information on using my Atari to gather data with an analog to digital converter. What are the dangers and side effects of the new prescription that I just received. Answers to all these questions, and many more, are possible in a few minutes and at a small cost, if you subscribe to Dialog Knowledge Index.

A little background first. In the early stages of the space program, NASA contracted Lockheed to cross reference and computerize the massive amounts of scientific data being generated. Lockheed formed Dialog Information Services. The space program grew quickly and the quantity of information being generated grew much faster. Soon there were millions of references and Dialog soon needed some of the world's largest computers to operate the service. In addition to NASA, Dialog made this information available to industry, libraries, and universities. The only problem for the home user was the cost. Some of the very popular databases could cost upwards of \$150 per minute of connect time. With this problem in mind, Dialog created Knowledge Index. Geared directly for the home user, Knowledge Index is available at a fixed reasonable cost and can be accessed from any microcomputer or terminal with telecommunications capability. Presently, there are 30 individual databases available with a total reference count of close to 20 million.

How do you access this data? First you sign up for Knowledge Index for \$35. With your starter kit you receive an extensive full size user's workbook. The workbook contains instructions for logging on, searching, and using the service. Also included are database briefs, which are descriptions of each database and what you can expect to get from them. The workbook is ring bound to allow updates to be easily added. In the short time that I have been a subscriber, 5 new databases have been added. You also receive a quick reference card made from durable paper. The most

important feature of the starter kit is that you get 2 free hours of search time which normally costs \$48. One important point about Knowledge Index is that there is no obligation or monthly minimum. If you don't like the service, just don't use it. You will still receive your updates and quarterly newsletter. The service will be there if you do find a need for it.

Once you receive your kit it's a simple matter to start retrieving information. You connect to Dialog in California through Telenet, Tymnet, Uninet or Dialog's own Dialnet. These services are local phone calls which connect into many computer services of which Dialog is just one. By the way, the telecommunication charges these services request is included in the Knowledge Index cost. What is the cost? Every database on Knowledge Index costs \$24/hr. Sounds like a lot doesn't it? It really isn't. A typical search and retrieval of 15 references costs about \$1 to \$3 at 1200 baud and the whole thing is completed in less than 5 minutes. Compare that to sitting in the library for a whole Saturday and then not even finding the information. The databases on Knowledge Index are so varied that it would be very unusual for anyone to have easy access to the same information on any given day. The subjects range from agriculture to medicine, news (current and historical), mathematics, business, education, books, psychology, and computers (of course). Each database contains thousands of references. Most contain close to 1 million references. By the way, retrieval time is remarkably fast. Dialog uses several of the world's largest and fastest computers with banks of disk drives. It is not uncommon for a keyword search to return 20,000 references from a pool of 1 million in less than 30 seconds. Information is retrieved by keyword searches. You supply the words (wildcards as used by Atari DOS are permitted) and the computer supplies the references where those words were found. Unlike some simple databases, the whole text of the reference is searchable. You can also use the typical Boolean operators AND, OR, and NOT. For example "FIND JUICE NOT ORANGE" will retrieve references for all juices but orange. There are many other useful utilities that make searching less difficult than one would imagine.

I hope I have whetted your appetite for Knowledge Index. If information is a help in your business or hobby or you just like to have the latest information, then Knowledge Index may be another useful application for your favorite computer.

NEXT MONTH!!
YOUR ARTICLE

Could Be In This Space
And Beyond.....

Report from the Winter CES: The Rest of the Show by Richard Kushner-JACG

There were other things at CES besides Atari. Coleco was there with the ADAM, even though they had announced its cancellation just a day or two before. They said they did, after all, have software to show. Commodore showed their C128 machine, a 128K version of the C64. It runs in C64, C128 and CP/M modes (it has a Z80A processor as well as the 6502). They also demonstrated the Commodore LCD, a portable model with 16 line by 80 character LCD display. This seemed like a nice unit. No prices were available. There were also about 16 flavors of the MSX computers, which is the MicroSoft standard that runs on all computers that conform to the specifications. While MSX might have been a good idea if it had come out 2 or 3 years ago, it is now tied to an old technology and, I think, is destined to fail in the United States. There were many games running on MSX machines, but nothing outstanding. The MSX computers will be very inexpensive, but then so are the Atari XE computers. Apple and IBM weren't there, believing that their machines are above the category of "consumer electronics".

Software houses were present in force, mostly with products for the Commodore, Apple and IBM computers. Commodore's were everywhere, much to my disgust. Just you wait, you guys! Oops, this reporter just lost his objectivity! Epyx had a break dancing game (sort of a "Simon Says" for the MTV crowd) which was demonstrated for me by a very personable 12 year old. They are also releasing Rescue at Fractalus and Ballblazer, those "almost" Atari/Lucasfilm products. Activision had a Ghost Busters game which looked like a real bore (shame on you, David Crane.) To tell you the truth, none of the games really caught my attention strongly enough to report. My interest did get caught by Mindscape's "The Halley Project: A Mission in our Solar System", which is a real-time simulation of a trip through our planetary system to rendezvous with Halley's comet. It's only obvious flaw was that you could stop dead in space (how "real-time" is that?). The Atari version is promised for the spring. I did meet Douglas Adams, author of "The Hitchhikers Guide....", which is now an Infocom game. Also spoke with Michael Reichmann, author of B-Graph and current bigshot with Batteries Included (B.I.). They have some nice application programs coming out (including their very popular Commodore word processor "Paper Clip" in Atari version). Even met Wayne Green, publisher or former publisher of 99% of all computer magazines ever written (or ever to be written).

Enough about computers and computer-related items. At CES, computers are only a very small part. Electronics gizmos are everywhere. From security systems to the world's smallest color TV to dazzling auto sound systems to jugglers to mimes to Olympic gymnasts ... its all there. Polaroid demoed their new 8mm VCR camcorders by having two American Olympic gymnasts perform while they taped the action. A very nice show. Many other portable camcorders were also in evidence. Tremendous television/VCR/sound systems were evident everywhere, many with multi-screen demonstrations to attract crowds. The biggest crowds were at places with TVs on Sunday anyway, watching the football games. There were units that permit you to show two TV channels on the screen at once, the second one shown in a window you could position and size in various ways. Both channels had stereo, of course.

My interests go toward the audio systems. Compact disks were everywhere, from home to car to portable versions, all with incredible sound reproduction. I even bought a few compact disks, even though I don't have a player (YET!). Many of the fancier audio units have more buttons and controls than a computer. Talk about user unfriendly! I saw car speakers that were too big to even fit in my living room! What a show! There was even, believe it or not, a new game machine! Ho-hum.

Nearly every magazine you could imagine, many having nothing to do with electronics, were present. Free samples were freely given out, with the longest lines waiting for autographed copies of Playboy and Penthouse. (Well, who would want an autographed copy of Robotics?) There must have been at least 100 magazines present. I talked with Jim Capparelli of ANTIC, Lee Pappas of ANALOG and John Anderson of Creative Computing. Everyone was excited about the Atari line. Jim and Lee must have been especially pleased to see that Atari was alive and on the prowl, since their magazines are Atari only.

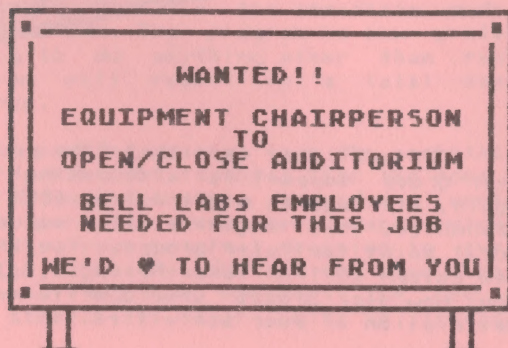
I hope you haven't gotten the impression that the whole show is just fun and games. There's serious business being carried out and miles and miles of exhibits to see. It's all pure drudgery. There was even a blackjack table and a craps table set up as promotion for a computer game backed by one of the casinos. They gave you free chips to try out the tables. How's that for drudgery?

Then there was the Batteries Included (B.I.) party. This was thrown as a celebration of their tremendous success over the last year, even as other software companies folded. There was ample, very

good food and only one speech extolling the company. B.I. looks like a coming force in the software world, what with their careful nurturing of software authors and their very classy product presentation and promotion.

And there was the Infocom party. As publicity for a new game, called Suspect, we were transported to a mansion in Las Vegas where a murder would be committed and we would be challenged to find the killer and the motive, with prizes for the first one to solve the case. There were actors circulating throughout the crowd, performing scenes that were clues. The murder occurred near the pool and clues abounded. The main character was a policeman who's brother just happened to be the prime suspect. It was very well performed and enjoyed by the multitudes. By the way, it turned out that all the suspects except the detective's brother killed the victim! He was poisoned, stabbed, shot and strangled by different individuals (shades of Murder on the Orient Express!). And the food wasn't bad either.

As you can plainly see, a reporter's life is not just a bowl of cherries. There is also shrimp, chicken, free drinks, gooey sweets and hard work. Let's see, the next CES is in Chicago in June. I better start making reservations now. Over and out.



JANUARY MEETING HIGHLIGHTS

Reported by
Joseph S. Kennedy

As is the custom, the meeting was preceded by a question and answer period. Topics as diverse as XIO commands, the ATR 8000, Letter Perfect, and chaining autorun binary files were discussed.

Dick Kushner presented a slide show on CES hardware, software and footware. Dick, Art and Scott reported on the new Atari machines as well as the new software released at CES. In addition it was reported that Atari will begin publishing the Atari Explorer as a replacement for the Atari Connection. Details on the new 800 compatible machines as well as the Macintosh-type were provided. New software included the release of "Rescue On Fractalus" and "Ball Blazer" by Epyx; "Mind Wheel" a text adventure from Synapse; "Paper Clip" a word processor from Batteries Included; and "Infinity" from Atari which was said to be integrated software which has been optimized for the Atari.

Bruce Greenhut demoed "Party Quiz" from Suncom. This is an electronic "Trivial Pursuit" which comes with software and hardware. No longer do you need a playing board and box of tiny little cards to display your ignorance to your friends.

Frank Pazel zapped the Wizard with "WizType" a typing tutor/game from Sierra On-Line. This looks like a fun way to learn to type with more than two fingers (i.e.-the old Hunt-N-Peck method). He also announced that William Brandt, who is preparing a database of Atari articles for use on Synfile+ needs issues 1-6 of Analog.

Roger Mazzella demoed "Adventure Creator" from Spinaker. This program generates maze adventure games automatically or allows you to create your own games.

Oscar Grannison presented a video tape he prepared entitled "HI-TECH ART". The tape blended art prepared with the Atari using basic programs as well as graphics packages with music to give one a visual and optical stimulation.

Scott Brause rounded out the program by giving us a demonstration of "SpartaDOS" from ICD. This DOS offers among other features time/date stamping and the use of multiple directories.

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GET THE LATEST NEWS ON THE WORLD OF ATARI

THE ATARI EXPLORER

by Donald Forbes - JACG

The magazine ATARI EXPLORER which arrived in the mail last month brought a new lease of life to the Jersey Atari Computer Group. Atari now has a second generation computer and, at long last, appears willing to take a serious interest in its user groups.

ATARI EXPLORER™

FEBRUARY 1985

\$3.00

THE NEW ATARI COMPUTERS

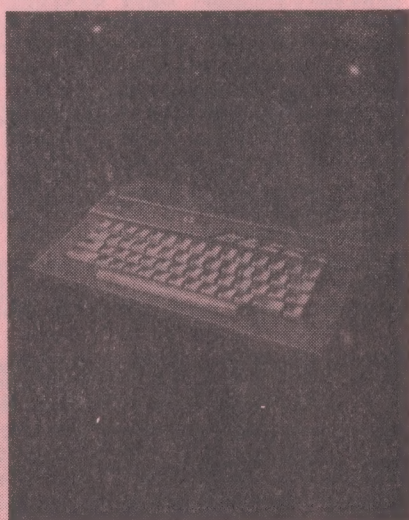
■ The 800XL™
Reborn: The
65XE™ Family

■ Inside Look at
the All-New
130ST™

■ Computer
Game
Design

■ Telecomputing

■ User Group
Support



The new 80-page slick cover publication was mailed to subscribers of the old ATARI CONNECTION. Check the mailing label. If it says FEB85 like mine does you can send a check for \$15 for 6 issues (one year) or \$39.95 (three years) to Atari Explorer, Atari Corp., POBox 3427, Sunnyvale Calif 94088-3427.

Here are some of the specs on the 130ST and 520ST models:

Main processor: MCS68000 16/32 bit CPU with 3 32-bit data registers, 8 32-bit address registers, 16-bit data bus, 24-bit address bus, 7 levels of interrupts, 56 instructions, 14 addressing modes and 5 data types.

Memory: 192K ROM built-in, 320K maximum ROM with plug-in cartridges, 128K or 512K RAM.

Power requirements: 115V AC 60 Hz 50W.

Graphics: 32K bit mapped screen, 3 graphics modes (320 x 200 pixels with 16 colors; 640 x 200 pixels with 4 colors; 640 x 400 pixels, monochrome), 512 colors (8 levels each of red, green, and blue).

Keyboard: 18-key numeric keypad, cursor control keypad, contains separate microprocessor.

ATARI® 65XE™ PERSONAL COMPUTER™



Sound effects and music: General Instruments sound chip; frequency controllable from 30 Hz to above audible range; 3 channels, separate frequency and volume control; dynamic envelope controls, ADSR, noise generator; MIDI interface to control external music synthesizers.

Communications interfaces: Centronics parallel for printers; RS232C for modems; diskette controller and interface; high speed 3.5 inch hard disk interface (1.33 megabytes per second); 2 joystick ports, one of which is configured for a mouse (flexible operation, eliminates need for extensive user training).

Operating system: GSX graphics kernel (bit block transfer; vector drawing); GEM user interface (icons, windows, mouse controller, pop-up menus, memory management system, real-time clock).

Video ports: television, composite video, RGB, high-resolution monochrome monitor.

Languages: Optional BASIC or LOGO.

ATARI® 520ST™ PERSONAL COMPUTER™



The publisher says that "the program of user group support is also coming together again, although it might not be 100% as yet. Meanwhile, this magazine will serve as the focal point for user groups. You'll find a new column called 'User Friendly,' just for you. New user groups should write me with a description of your activities."

The column is designed to feature one user group in each issue. This one starts with two pages devoted to the Atari Computer Enthusiasts (A.C.E.) of Eugene, Oregon.

One interesting article discusses NASA's Atari user group. "Probably the greatest concentration of high-tech Atari Computer owners can be found in the Peninsula Atari Computer Enthusiasts group in Hampton, Virginia...Engineers like them because they're small, inexpensive, and better at sound and graphics than computers costing several times as much. In programming and telecommunications, Atari Computers help engineers make more efficient use of the larger computers, and in graphics, they're being used for basic research in flight simulation and graphics displays."

The letters column has a couple of tips on how to protect your programs (that you might want to file for reference) as follows:

The Fall 1983 issue of Atari Connection has a detailed article entitled 'Protecting Your Programs.' Enter this program and I'll show you how to protect it.

```
10 FOR X=1 TO 50: POKE 710,X:NEXT X: GOTO 10
1. Disable the BREAK key: The first thing you can do to protect this program is to add another line of programming that will disable the BREAK key. Delete "GOTO 10" from the program and add the following line:
```

```
20 POKE 16,64:POKE 53774,64:GOTO 10
```

RUN your new program and try to stop it by pressing BREAK. You can't get into it! To be effective, this "BREAK disable" routine must be inserted in your program after each Graphics Mode command.

2. The SYSTEM RESET Foiler: Disabling the BREAK key has its limitations. Someone's going to figure out, real fast, that he or she can break into your program and list it by simply pressing the SYSTEM RESET key. To foil culprits, add this line to your program:

```
5 POKE 580,1
```

When someone presses SYSTEM RESET, the program is purged from the computer's memory--no program, no listing! This "System reset Foiler" routine must be the first line of your program to work properly.

How can I write a program that can't be listed? Before you use this method, save an unprotected copy of your program. You won't be able to list it after you follow these instructions! Add the following line to your program. Make sure to use a line number that's higher than any line number in the program you want to protect.

```
32767 POKE PEEK(138)+ 256*PEEK(139) +2,0:SAVE "D:FILENAME":NEW
```

When you're ready to activate this devastating line, give it a filename. Then type GOTO 32767 in the immediate mode and press RETURN. The program is now protected! Trying to do anything other than run the program will result in a fatal case of lock-up.

A parting message from the architect of the "Jackintosh" is this: "For the more than 21 million purchasers around the world of Atari personal computers and videogame products, your original decision to purchase was the right one. You are now also a part of this exciting new movement. The new Atari will stretch the outer limits of technology,

and take you, our customer, into another generation of advanced technology and communications...all at affordable rock bottom prices."

ATARI® 130ST™ PERSONAL COMPUTER™



GIVE A BIT!!!

Contribute to the Newsletter this month.

TEACH FORTH TO YOUR DAUGHTER

by Donald Forbes - JACG

The first person who ever learned FORTH was a woman!

The second FORTH programmer in history was a woman!

The president of FORTH, Inc. is a woman!

Her name: Elizabeth D. Rather.

She is the author of numerous papers, either on her own or in collaboration with such known names as Charles H. Moore, Dean Sanderson and Leo Brodie, that have appeared in publications such as Proceedings of the ACM and the Proceedings of the IEEE.

They cover topics such as "FORTH: A fresh approach to programming", "FORTH High-Level Programming Technique on Microprocessors", "FORTH, An Application-oriented Language, Programmer's Guide", "The FORTH Approach to Operating Systems", "The FORTH Program for Spectral Line Observing", "Basic Principles of FORTH Language as applied to a PDP-11 Computer", "FORTH, Inc. and the 79-Standard", "Using FORTH, Second Revised Edition", and "clusterFORTH a High-level Network Protocol."

Elizabeth D. Rather is president of FORTH, Inc. in California. Her company, established in 1973, has yearly sales of about \$1,300,000, employs about 32 people and conducts business as a systems house which provides services in consulting, programming, education and training.

Another famous name in FORTH is that of Linda Baker who, with Mitch Derick, put out the 333-page FORTH Encyclopedia for Mountain View Press that is billed as "the complete FORTH programmer's manual" and weighs almost two pounds.

The most recent FORTH luminary is Anita Anderson who, with Martin Tracy, wrote the newest book on FORTH-83 called "FORTH Tools" which has just been reissued in a glossy format and renamed "Mastering FORTH," a complete tutorial covering the public-domain FORTH from Henry Laxen and Mike Perry.

If you should decide to teach FORTH to your daughter or any close female relative you will need (1) a text book and (2) the vocabulary to upgrade your Atari fig-FORTH to the current popular FORTH-79 standard.

Your best choice of a book is the well-written \$16 paperback tutorial entitled 'The Complete Forth' by Alan Winfield (Wiley Press, 605 Third Ave, New York NY 10158).

The relative merits of the book by Winfield and 'Starting Forth' by Leo Brodie are discussed by Lawrence P. Forsley in a review of Winfield's book in the December 1983 issue of the Journal of Forth Application and Research. "By basing a book upon the Forth-79 Standard, Winfield has a less rich vocabulary to draw upon than Brodie does with polyFORTH. However, the greater availability of Forth-79 compatible versions over polyFORTH may make 'The Complete Forth' a more easily used text than 'Starting Forth.' In any event, it is heartening to see a text successfully present Forth from this vantage. Like Brodie, he is considerate of the reader and points out Forth-79 departures to be wary of in other Forths. In other places Winfield

directs the reader to where he has previously defined a non-Standard word...

"Winfield's text was required reading in my course this past summer along with optional readings from Brodie and collected papers. My class of 16 was primarily made up of continuing education students, ranging from a musician to a C programmer and including physicists and engineers. The students' preferences were evenly divided between Brodie and Winfield. The major disadvantage perceived with Winfield's book was its terseness. One student remarked he had only to read 10 pages of Winfield to get what Brodie covers in 40, but that he often had to reread Winfield. My view is that Brodie is superior for self-study, but that Winfield is better as a lecture companion or if a tutor is available."

Here is the vocabulary you need to bring your fig-FORTH up to the FORTH-79 standard:

```
: NEGATE ( reverse sign of n1 )
  ( n1 - n2 ) MINUS ;
: PICK ( copy n1-th stack value )
  ( n1 - n2 ) 2 * SP@ + @ ;
: ROLL ( rotate n-th stack value
  to top ) ( n - ) DUP 1 = IF DROP
  ELSE DUP 1 DO SWAP R> R> ROT
  R> R> R> LOOP 1 DO R> R> R>
  ROT ROT R> R> SWAP LOOP ENDIF ;
: 2- 2 - ;
: ?DUP ( dup if non-zero )
  ( n - n n? ) -DUP ;
: J
  ( leave index of next outer loop )
  ( - n ) R> R> R> R R# !
  R> R> R> R R# @ ;
: MOVE
  ( move n cells from a1 to a2 )
  ( a1 a2 n - ) CMOVE ;
: 0> 0 > ;
: CREATE 0 VARIABLE -2 ALLOT ;
: EXECUTE CFA EXECUTE ; or else
: EXECUTE 2 - EXECUTE ;
: DNEGATE ( reverse sign of d1 )
  ( d1 - d2 ) DMINUS ;
: U/MOD
  ( leave remainder and quotient )
  ( ud u1 - u2 u3 ) U/ ;
: R@
  ( copy n from top of ret. stack )
  ( - n ) R ;
: D- ( subtract d1 from d2 )
  ( d1 d2 - d3 ) DMINUS D+ ;
: 2DROP ( drop d from stack )
  ( d - ) DROP DROP ;
( CREATE ... DOES> becomes
<BUILDS ... DOES> )
: 2@ ( fetch d at addr )
  ( ad - d ) DUP 2+ @ SWAP @ ;
: 2, HERE 2 ! 4 ALLOT ;
: 2CONSTANT <BUILDS 2, DOES 2@ ;
: 2! ( store d beginning at ad )
  ( d ad - ) SWAP OVER ! 2+ ! ;
: FIND
  ( search voc for next input word )
  ( - ad ) -FIND IF DROP
  ELSE 0 THEN ;
: EXIT
  ( terminate execution of <name> )
  R> DROP ;
: 1- 1 - ;
: 2- 2 - ;
: VARIABLE 0 VARIABLE ;
: >IN IN ;
: WORD WORD HERE ;
```



```

: NOT 0= ;
: SAVE-BUFFERS FLUSH ;
: 79-STANDARD ." not 79-Standard" ;
: CONVERT ( d1 a1 - d2 a2) NUMBER ;
: SIGN ( n -) 0 0 SIGN DROP DROP ;
: 2/ S->D 15 0 DO OVER OVER
D+ LOOP SWAP DROP ;
: DEPTH ( -n)SP2 S0 2 SWAP - 2/ ;
: D< D- ( d1 d2 -f) SWAP DROP 0< ;
: U< ( u1 u2 -f) 0 SWAP 0 D< ;
: U. ( u -) 0 D. ;
: 2* DUP + ;

```

You will also need the following definitions for the extension double number word set in FORTH-79:

```

: 2CONSTANT <BUILDS 2, DOES> 20 ;
: 2DROP ( drop double number )
DROP DROP ;
: 2DUP OVER OVER ;
: 2OVER 4 PICK 4 PICK ;
: 2ROT 6 ROLL 6 ROLL ;
: 2SWAP 4 ROLL 4 ROLL ;
: 2VARIABLE <BUILDS 4 ALLOT DOES> ;
: D- DNEGATE D+ ;
: D0= OR 0= ;
: D< D- SWAP DROP 0< ;
: D= D- D0= ;
: DMAX 2OVER 2OVER D< IF 2SWAP
THEN 2DROP ;
: DMIN 2OVER 2OVER D< NOT IF 2SWAP
THEN 2DROP ;
: DUK 3 PICK OVER = IF DROP
SWAP DROP ELSE SWAP DROP
ROT DROP THEN UK ;
: D+- ( apply sign of n to d )
0< IF DNEGATE THEN ;

```

If you need a definition of K for three-dimensional graphics or a vector in Euclidean three-space then the following will work for implementations in which "DO" pushes two values on the return stack

```

: -ROT ( n1 n2 n3 - n3 n1 n2 )
ROT ROT ;
: K ( -- i ) R> R> R> J -ROT
>R >R SWAP >R ;

```

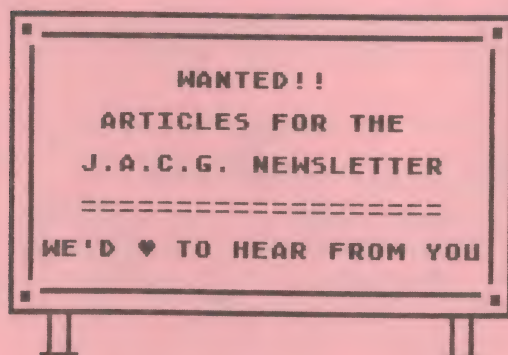
but implementations which push three values on the return stack will need

```

: K ( -- i ) R> R> R> R> J
-ROT >R >R -ROT >R >R ;

```

When your daughter feels she is ready to explore the job market, she can reach Elizabeth Rather by phone at 213/372-8493. She can mail her resume to FORTH, Inc. at 2309 Pacific Coast Highway, Hermosa Beach, California 90254. Unless she wants to send it by Telex, in which case the number is 910-344-6408.



JACG MEMBERSHIP

The Jersey Atari Computer Group (JACG) invites you to become a member. Dues are \$20.00 per year and entitle the member to: 1) Receive the monthly newsletter; 2) Purchase programs from the group's extensive tape and disk libraries at special rates; 3) Join special interest groups or form new ones; 4) Benefit from the expertise and experience of other Atari computer users; 5) Participate in group purchases of software at substantially reduced prices; 6) Receive a membership card that entitles the member to discounts at local computer stores; 7) Attend monthly meetings to learn about the latest hardware and software, rumors, and techniques for getting the most out of your Atari computer; 8) Submit articles and programs to the newsletter and give demos and presentations at the monthly meetings; 9) Participate in sale/swap activities with other members; 10) Access the JACG nationally famous Bulletin Board; and 11) Have a lot of fun.

If all of this sounds good to you send a check or money order, payable to JACG, to:

Ron Kordos
201 Lake Valley Road
Morristown, NJ 07960

Remember, receiving the JACG newsletter is just one of the many benefits of being a member of JACG.

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Writing For The JACG Newsletter

Articles should be submitted to the Editor by the 20th of the month for inclusion in the next issue. Submissions preferred on disk, using LJK Letter Perfect or Atari Writer. Font style should be Elite or Proportional with right hand justification. If hard copy is submitted the final printed width should be 4-1/4 inches from left margin to right margin. All formats will be considered including hand written documents if first arranged with the Editor.

We want to encourage everyone to voice his/her thoughts, knowledge, and opinions. Writing will be modified at the discretion of the Editor. No piece will be knowingly altered out of original intent.

THE LITERATURE OF FORTH PART ONE

by Donald Forbes - JACG

What are those FORTH books all about? You probably asked yourself that question many times if you stared at the full-page ad entitled THE FORTH SOURCE on page 261 of the latest issue of BYTE magazine and earlier issues run by Roy Marten's Mountain View Press from Silicon Valley.

The best overview of the literature can be found in the 170-page Bibliography of FORTH References (second edition, Oct 84) published by the Institute for Applied FORTH Research of Rochester NY. In the first 110 page all the known books and papers (that a reference library might carry) are listed alphabetically by author. Each entry gives the author, the title, the source (volume, issue, page, and date), the level (general, introductory, intermediate or advanced) as well as the subject (such as mathematics, compilation, bugs or games). Chuck Moore is credited with 14 entries.

Full disclosure makes it necessary to note that none the perspicuous FORTH articles from the JACG newsletter or Analog magazine have been included. The final pages regroup all the earlier entries by subject-matter; mathematics, for example, covers more than two pages and astronomy takes more than a page.

The bibliography makes it clear that most of the literature of FORTH is contained in the standard books, magazines such as BYTE and Dr. Dobb's Journal and FORTH Dimensions, and in the Rochester University and FORML (Forth Modification Laboratory) proceedings.

Here is a run-down, column by column, of the FORTH books that appear in the ad. (Part Two will appear next month.) The most interesting feature is the wide diversity of topics that the various writers cover. You would guess that many would cover the same ground over and over again. The surprising fact is that almost none of them do. There is a wide selection of topics, and each author covers them in his own way. William Shakespeare, the noted author of so many cliches, was not talking of FORTH when he wrote

Age cannot wither her, nor custom stale
Her infinite variety; other women cloy
The appetites they feed

but he might just as well have. FORTH, evidently, is many things to many people

ALL ABOUT FORTH by Glen Haydon is a glossary (or list of FORTH words) with references to fig-FORTH, Brodie's FORTH, and the FORTH-79 standard. This book explains the function of every word in FORTH and in many cases gives actual examples. This is the first book to turn to when you can't find a particular word or it doesn't behave the way you expected it would.

MVP-FORTH ASSEMBLY SOURCE CODE includes three separate and complete assembler

listings: for the Apple, and IBM PC, and 8080 assembly code for operation under CP/M. The first thing you notice is that the definitions of the different words in the dictionary take up about 90 per cent of the code, mostly colon definitions with some variables and constants and a handful of user variables. Most of the remainder is taken up by the outer and inner interpreters (the operating system of FORTH). Only by staring at these memory dumps for a while will you ever gain a feeling for the systems aspect of FORTH.

FLOATING POINT GLOSSARY by Charles Springer is a 22-page listing and description of the floating point words that appear in the MVP implementation of FORTH, including a collection of vector and matrix manipulation operators. However, it does not contain any source code that might be used--for example--to implement a floating point package on the Atari.

EXPERT SYSTEM by Jack Park is a fascinating tutorial, complete with source code, to the new world of artificial intelligence and what is now called "expert systems." An article in the latest BYTE says that "artificial intelligence is considered by some to be one of the most important technologies on the horizon." Computerized medical diagnosis is one area of interest. Much of the work has been done in LISP (Lots of irritating superfluous parentheses) because writing interpreters in it is easy. The close-mouthed military is extremely interested as this brief hint in BYTE indicates: "Expert systems are best at solving data-interpretation problems, such as inferring situation descriptions from sensor data. HASP/SIAP, for example, is a system that can infer the locations and types of ships traveling in the Pacific Ocean from data transmitted by a network of submerged acoustic sensors." If you saw Park's article on the FORTH weather predictor in the April 84 Dr. Dobb's Journal and want to implement it, you will find the source code here.

FILE MANAGEMENT SYSTEM by Pierre Moreton is a 130-page book complete with source code to set up your own public domain file management system which (1) keeps track of the use of disk space for you and (2) a file security--or data integrity--system to take care of all the possible interrupts of the program in case of power failure or any unpredictable user intervention. Moreton plans to add (1) a full screen editor with dynamic block allocation, (2) an overlay system using binary files, and (3) a database language. The program takes up 145 separate screens, so be prepared to do some typing.

EXPERT TUTORIAL FOR VOLUME 4 by M. and L. Derick is a brand new book which elaborates on Park's Expert System.

THINKING FORTH by Leo Brodie is a new book on systems analysis using FORTH by the author of the book (60,000 copies in print) that made people sit up and take notice: "Starting Forth." He talked to most of the FORTH experts (including Chuck Moore) for their views on problem solution and system

design and has managed to condense a wealth of knowledge into a short space. Must reading for people who do not have time to reinvent the wheel on their own.

FORTH ENCYCLOPEDIA by Mitch Derick and Linda Baker runs to 333 pages and covers every word in the language with a complete description and detailed flowcharts whenever possible; the flowcharts for INTERPRET cover four pages. "The purpose...is to make available in one location all the information necessary to use and understand each individual word in the FORTH language...which allows the programmer to spend more time 'solving the problem' and less time 'fighting the language.'...The acceptance of FORTH ...has been limited by the lack of this type of documentation. We hope this...will help satisfy that need." If you ever decide to explore the systems aspect of FORTH, you will need this book.

FYS FORTH USER'S MANUAL with Source Code from the Netherlands is another brand new book, with no further details (probably by a Dutch astronomer) so that we will have to wait for the reviews for further details.

THE COMPLETE FORTH by Alan Winfield is an inexpensive and comprehensive tutorial that many people prefer to Brodie's book as a beginner's introduction. He covers the complete FORTH-79 standard vocabulary; you can upgrade your fig-FORTH if you happen to have the colon definitions of the new '79 words.

UNDERSTANDING FORTH by Joseph Reymann is one of the many skinny (size of a letterhead folded vertically) booklets you find at Dalton's and Waldenbooks. Reymann is a FORTH expert (who is also the author of 'Real-Time Data Base Use in FORTH' presented at the 1982 Rochester FORTH Conference Proceedings which deals with Data Bases, Applications, and Satellites). For three dollars, you can't miss.

FORTH FUNDAMENTALS by lawyer C. Kevin McCabe is the only complete explanation of all the words in fig-FORTH and in FORTH-79 and is written with all the care and precision of a lawyer writing briefs in aviation accident litigation. This book (and its companion volume 2 which contains the glossary) fills the yawning gap in the documentation of all the Atari FORTHS--QS FORTH, valFORTH, Team Atari FORTH and the rest.

To avoid an embarrassment of riches, the other books must wait until next month.

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TELECOM

By Lawrence Moriano - JACG

This month I am going to list the commands that will make your time spent on CompuServe more productive as well as more entertaining.

I will now list the Commands most commonly used in CompuServe along with a brief description.

T-Top: the (T) command will bring you to the first page.

M-Menu: the (M) command will take you to the previous menu.

G-Go: the Go command will take you directly to the page specified. Example, Go PCS-132 which will bring you to Atari Sig.

H-Help: this command will give you instructions when you need help.

S-Scroll: this will allow you to continuously print pages on your screen.

Off: the Off command will disconnect you from CompuServe.

F-Forward: this will take you forward one page.

B-Backward: the (B) command will display the previous page.

P-Previous: the (P) command will take you to the previous topic.

N-Next: the (N) command will take you to the next topic listed on your menu.

I hope that this list will be helpful to all CompuServe users.

One of the best advantages of being a member of CompuServe is the fact that each time you are online, you can discover new and exciting items of interest. The first step is to go to the What's New Section. This section will present you with all the new features available.

The last time I was online, I discovered the following subjects of interest:

If you are into the trivia games, then the SHOWBIZQUIZ is right up your alley. This section will quiz you on your knowledge of movies, television, music and celebrities.

HOLLYWOOD HOTLINES MOVIE REVIEWS rates and lists all recent theater releases.

The NITWIT forum is dedicated to humor by using satire, jokes and short skits.

If you are interested in space exploration, travel and colonization, as well as the latest news from NASA, then the SPACE forum is what you are looking for.

The INTERNAL REVENUE SERVICE offers taxpayer information, tax tips, and answers to the most commonly asked tax questions.

You will also find 66 publications online as well as a list of tax forms with the ability to order publications online.

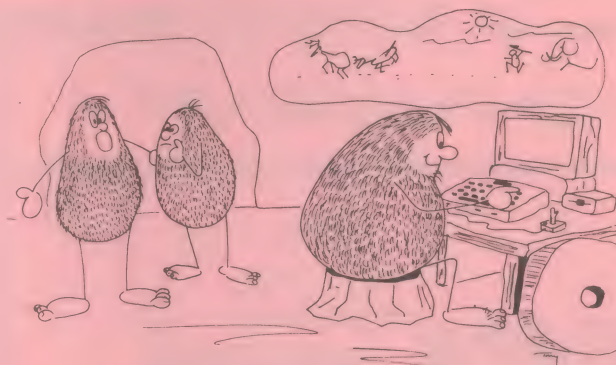
To fully appreciate the many items of interest you will find on CompuServe, you must become a member and get online.

While I was online recently, on THE GREAT WHITE NORTH BBS, I came across a listing of all the Free bulletin Boards in our area. At the time of writing this column, I have not tried to get online with any of these BBS'S. I really can't tell you the hours they are online or how good they are. I would appreciate any input on how successful you are with this list.

THE GREAT WHITE NORTH	201-778-5209
THE DEVILS TOWER	201-891-0276
THE DOJO	201-536-6585
THE JAILCELL	201-256-9305
CRYSTAL PALACE	201-744-0507
SHAW A.F.B.	201-652-6436
MAGUIRES	201-423-5805
N.O.R.A.D.	201-595-9107
ATARI ARCHIVES	201-762-0687
THE TEMPLE OF DOOM	201-656-6439
OZONE LAYER(10MEG DR)	201-566-1449
MIDNIGHT EXPRESS	201-962-6602
THE LASER	201-782-3825
THE LASER TWO	201-783-7527
ATARI ENTERPRISE	201-379-6438
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FBI BBS	201-431-3316
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HITCHIKERS GUIDE	609-858-8861
HEAVEN	609-346-4593
ANIMAL HOUSE	609-267-0194
INCUBUS	609-881-0969

I hope that this list of Bulletin Boards will give you many hours of pleasure.

UNTIL NEXT MONTH
HAPPY TELECOMMUNICATING



AT LEAST WHEN HE INVENTED THE
WHEEL WE WENT SOMEWHERE!

Pro*Plus Loader

By Better Mousetrap Software

Reviewed by
Richard G. Barclay - JACG

You've no doubt read Frank Pazels' review of Mike Yocum's Pro*Plus! in the pages of last September's issue of this newsletter. Frank did such a good job describing the outstanding features of Pro*Plus! that I went out and bought one for myself. Since Frank has already reviewed the Pro*Plus! hardware/software package, I'll simply say that it is everything Frank said it was and more.

Well, Frank and his son Tom just wrote a piece of software that puts the frosting on the Pro*Plus! cake; it's called **Pro*Plus Loader**. This loader utility program really makes downloading character sets to a Prowriter equipped with the Pro*Plus! hardware chip a breeze. You simply boot the loader (with or without basic) select a font from the menu, and with a single key stroke, the character set of your choice is automatically downloaded to your Prowriter.

Once the font is downloaded you can "toggle" (switch) back and forth between the downloaded set and the standard Prowriter character sets by embedding escape sequences in your text or program. As an example, the name of the program **Pro*Plus Loader** in the text above and just now, was done by toggling to and from a font that comes with both Pro*Plus! and this loader utility, called "standard" font. Actually, you can write your document using the escape sequence toggles where you want to change fonts, and then when its done "try out" various fonts in context! For example, the following sentence was written once using the embedded toggle commands, saved to a wordprocessor disk, and then printed five times, each time using a different downloaded font.

A single word, or a group of words, can be effectively **emphasized** using a different font.

A single word, or a group of words, can be effectively **emphasized** using a different font.

A single word, or a group of words, can be effectively *emphasized* using a different font.

A single word, or a group of words, can be effectively **emphasized** using a different font.

A single word, or a group of words, can be effectively **emphasized** using a different font.

You can also preview each of the twenty four (count em) fonts that are supplied with **Pro*Plus Loader** by downloading and then hitting the <START> key. This causes four lines of the downloaded font to be

dumped to the printer. The first line names the font, the second line prints a sample of the upper case letters, line three prints lower case letters and the top shifted keys, and the fourth line is the same as line two but printed in double width (elongated). This can be repeated for different fonts in rapid succession for as many fonts as you care to preview.

With twenty four fonts supplied with the program, from Greek and Russian to "outline" and "funky", there aren't too many more possibilities for significantly different additional fonts, but you can in fact add your own. The loaders menu can handle twenty six (A - Z) at one time, and others can be "stored on the disk in the background by modifying their file extension for addition to the menu when required.

Other features of **Pro*Plus Loader** let you take two additional actions besides getting a printed sample after downloading a font. Pressing the <SELECT> key runs the basic cartridge (if one is installed), and the <OPTION> key boots drive #1.

All in all, **Pro*Plus Loader** is a super convenience supplement to Pro*Plus!, and with its low \$9.95 price tag, it's a bargain to "boot".



ATR Talk

by Walt Morris-JACG

This is the start of a (hopefully) monthly column on the ATR 8000 interface/computer. There seems to be sufficient interest in the ATR and many people come to the monthly meetings with questions about it. I hope to be a collection agency for people's problems regarding the ATR, as well as a point of reference for information on new hardware and software for it. This month I'll tell you about the quarterly newsletter, introduce their new computer with more features and less size, and start the problem log off with a few problems of my own (yes, even the author of a column is allowed to have problems with his computer equipment!)

For those of you who have ATR 8000s, SWP (the manufacturer) is printing a quarterly newsletter to keep you informed of new versions of the software and new hardware coming out. If you own an ATR and aren't getting the newsletter, you can write to SWP, ATTN: ATR News, 2500 E. Randol Mill Rd., Arlington TX, 76011.

If you are waiting to buy one, they are going to have a new computer out this year (it is available only as a bare board now, and will be sold pre-assembled pending FCC testing for interference). It is called the ATR 8500 and has the following advantages over the ATR 8000: (1) It is smaller. In their words it "fits on the side of a 5 1/4 inch drive". (2) It has a hardware UART for the serial ports (the 8000 did serial I/O with special software, making all CP/M modem communication programs useless without modifications). (3) A hard disk will be available from SWP (the 8000 now has hard disks available, but from a different company). (4) It has a Z80 "expansion bus" (?)

There is one feature the 8000 has that the new 8500 doesn't, however. The 8500 will not run 8 inch disk drives, as the 8000 will. So if you want to run 8 inch drives you'll still want the ATR 8000.

Prices start at \$300 for the basic board with CP/M, and the fully configured system including two double-sided double-density disk drives is predicted to cost under \$1000.

Problem Corner:

This is where I hope to answer your questions about the ATR 8000. You can mail me your questions or problems at: 524 Stratford Road, Union, NJ, 07083. I'll try to find the answers or I'll print the questions here and anybody who has the answer can send them to me so I can include it in the next month's column. So herewith is the first problem and its solution.

Under MS-DOS, the clock doesn't run (it sets OK, but then doesn't advance).

The solution to this is patience. According to the extremely helpful technical support folks at SWP, the Austin Texas ATR User's Group will have a "patch" for MS-DOS to correct this problem shortly.

Well, that's enough for this month. If you have problems with your ATR 8000, or solutions to any of the above ones (or even hints!) feel free to write to me (it will make my mailbox happy from the unceasing flow of bulk junk mail!)

ULAM'S PROBLEM

by

Kenneth J. Pietrucha - JACG

Like the backyard astronomer who is constantly searching the heavens for a new object that will bear his name, every recreational mathematician has the hope he will solve one of the many unsolved mathematical problems. The true "numbers" nut of today, with the computer at his disposal, is ripe for such an adventure.

One such problem which I found interesting and would like to share with you is called "Ulam's Problem", named after the Polish mathematician Stanislaw Ulam.

His conjecture begins with any positive whole number. If the number is even, divide by two. If it is odd, multiply by three and add one. Take the new number obtained and continue the odd/even calculation. Eventually we will enter an endless loop where the digits 4,2, and 1 keep repeating. So far no one has found a number which will not enter this loop. In addition no one has been able to prove that such a number does not exist.

The program listed below demonstrates this conjecture. Instead of letting the program enter the endless loop, I have included a counting loop to print out the number of iterations required before we get to the number 1. It is interesting to note that while the number 25 takes 23 iterations to get to 1, the number 27 will make 111 trips through the loop.

Some problems are really very simple but the mathematician looks for a complicated explanation. The person with less mathematical experience can see the same problem in a simpler way. Deep down inside, I hope some young person, with a home computer, will make an important discovery.

```
10 GR. 0
20 REM "ULAM'S PROBLEM"
30 REM BY KENNETH J. PIETRUCHA
40 REM J.A.C.G. 1-10-85
50 PRINT "ENTER STARTING
   NUMBER":INPUT N
60 IF N=1 THEN 120
70 IF N/2 = INT(N/2) THEN 90
80 A = (N*3)+1:GOTO 100
90 A = N/2
100 PRINT A;" ";
105 L=L+1
110 N = A:GOTO 60
120 PRINT:PRINT L;
   "ITERATIONS"
```


R.A.N.D.O.M. N.U.M.B.E.R.S.

by
Hank Hirschfeld - JACG
(201)767-1344

I would like to continue from last month on my review of SpartaDOS, the operating system from ICD. Here is an example of a batch program that might be used on a game disk. If we wanted to have this program boot up by itself we would call it STARTUP.BAT, otherwise use another title with the same extension of .BAT. To enter a batch creation mode we type:

```
COPY E: D:STARTUP.BAT
```

This will clear the screen to allow us to enter our information for the named file. The following could be entered as follows:

```
;Welcome to the game disk
;here are some instructions
;on how to play.
PAUSE
CLS
DIR
DIS_BAT
```

What we would get at boot up with the above would be a screen that says "Welcome to the ...", the semicolon is used to indicate what we want printed on the screen. The PAUSE will print "Press key to continue" and give time to read what is on the screen. The CLS will clear the screen. The DIR will cause the directory of the disk to be displayed. The DIS_BAT is used to disable the batch routine. This is done because some programs will not run with a batch routine on the disk. The final step is to press CTRL and 3 to indicate that the batch program is complete and write it to disk.

Keep in mind that for the above to work we must have put external commands on the disk. These would be CLS, PAUSE and DIS_BAT. Now a nice feature is that instead of using a menu you can just go to the directory and using CTRL and the proper arrow key for direction just place the cursor anywhere on the line of the program you want to load and press RETURN. SHAZAM! Of course this is for binary load type programs instead of using a LOAD type command. Using double density and the high speed option of the US DOUBLER chip you can get twice as much on the disk and reduce load time by approx. 65%.

P*E*R*F*E*C*T*I*N*G DATA PERFECT

Now let's use the above US DOUBLER to improve our storage on our Data Perfect files, since that was the original method to my madness. Since we use the DOS of Data Perfect we will not be into SpartaDOS. Only the US DOUBLER chip is being used in the drive. If you have files that are on single density that you want to convert to double density you are going to have to get a utility program called DATA DOUBLER from CompuClub (1-800-631-3111) for about \$29.

LJK never came out with this utility and they made me aware of the above program. This program will do two things; the ability to convert the files and also allow us to set up a separate disk with all our reports and label programs and will support at least 38 titles, not only 4. This label disk can be backed up using any double density DOS. The file conversion utility supports one or two drives providing they are both upgraded. If you are using a 48K Atari with a full disk the max will be three swaps to convert. You will have to re-type your data base and report/label formats since the program only converts the files! Then use the file merge utility to merge the files with the re-typed data base. The new data base screen on three data bases I converted increased my data storage by about 110% per disk. I know you said some choice words when I indicated you had to re-type reports/menu formats but you know you can use the practice. All in all I like the system and I feel it is a nice enhancement for Data perfect.

Here is some handy info from a Don Wilson I found in a newsletter. If you would like to look at the directory of your LJK disk for label programs, etc. POKE 4226,107 (In DOS2 you can use H on the DOS menu to make this permanent). To return to normal POKE 4226,105. The first POKE corrects for the two sector offset used in the LJK VTOC. Also since we are using the LJK DOS we do not gain access to the high speed mode unless one of my readers finds a way.

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Rules For Merchant Sales at JACG Meetings

Commercial Sellers Must Advertise

The JACG Executive Committee has adopted the following policy concerning commercial sales at any JACG official meeting. The effective date of implementation will be with the July 14th, 1984 meeting.

1. Any merchant selling or renting products, selling services, or in any way promoting same at JACG club meetings must have an advertisement in the current or previous month's issue of the JACG Newsletter, 1/4 page minimum.

2. The number of merchants shall be restricted to three per meeting unless special permission is granted by the President. Preference will be given to current advertisers.

3. Each merchant will occupy no more than one table space or its equivalent. The JACG does not guarantee availability of tables.

4. Merchants are responsible for the return of all furniture they use to its original location and to leave their area neat and clean before leaving.

5. Merchants will check with the Advertising Manager for permission to set up prior to the meeting to have their qualification confirmed.

6. Merchants may not sell during the official meeting and must cease sales and clean up within 15 minutes after the end of the official meeting.

7. Any merchant violating these rules will be not allowed to operate at JACG functions until compliance is assured through the JACG Executive Committee.

8. A merchant is any person, or group of persons, who operate as a regular full or part-time business for the purpose of profit.

The purpose of these operating rules is to insure non-violation of the Bell Laboratories use agreement which, if violated, could jeopardize JACG's use of the facilities. We appreciate your full cooperation in this matter. These rules do not apply to regular members selling their own second hand hardware or original software as outlined in the Flea Market Rules.

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THAT YOU WROTE AN
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NEWSLETTER



=====

TRADING POST

=====

Trading Post is a service for JACG members who wish to sell or swap items of any type. There is no charge for this service. Material must reach the Editor by the 20th of the month to be considered for inclusion in the following month's Trading Post. No commercial services or items will be accepted.

>>>>>>>><<<<<<<<

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Pro*Plus Loader

An Automatic Font Loading Utility

Pro*Plus Loader is a machine language program containing two dozen custom fonts which can be downloaded into a Prowriter(tm) printer equipped with the Pro*Plus hardware chip. It provides the user with an alphabetic menu making it very simple to install the selected font. Loading time is less than ten seconds and is fully automatic. A sample of the font can be printed with a single press of the START key to check its suitability for your use.

Additional fonts can be downloaded as fast as you can press the START key and make a selection or you can go directly to your BASIC or boot program without turning the computer off. Pro*Plus Loader is fully trapped for all possibilities and helps you out if an error occurs. The use of Pro*Plus Loader makes Pro*Plus features available to you in seconds without the need for loading in any other program, including DOS. Concentrate on your keyboard operations, not the mechanics of loading the font.

>>>>>>><<<<<<<<

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The XEP battery operated portable with 3.5 inch disk drive. Memory available in 64K and 128K. Maximum price is anticipated to be about \$170.

Leyenberg In Print

Our very prolific President, Arthur Leyenberg, in addition to being the East coast editor and a regular contributor to ANALOG has an article in the February 1985 issue of COMPUTE! Art reviews the Syn series (SynCalc, SynTrend, and SynFile+) and points out their strengths and weaknesses. In case you missed it he also reviewed Financial Cookbook from Electronic Arts and provided a holiday suggestion gift list in Atari Stocking Stuffers in the December issue of ANALOG. Nice work, Mr. L!

Clearing House for New SIGs

Anyone interested in establishing a new Special Interest Group should contact John Mooney at (201) 526-0791. He has volunteered to serve as a coordinator for any and all activities which will get those of you with like interests together. You may think you are the only one hooked on a special area but you most likely will be surprised when John gets you together with others like yourself. Give him a call today.

Nice...But Strange

The next time you use your Atari Touch Tablet put the cursor on the Atari logo in the top left corner of the menu and press the control button. Many programmers hide little personal messages in their programs this way. This one is very nice but certainly enigmatic.

This is your newsletter,

Please contribute to it !

Membership Renewal

Take a moment and look at your mailing label on a recent issue of the JACG newsletter. If it says "Last Issue: 08/84" or "Last Issue: 09/84," then it's time to renew your JACG membership and avoid missing any future issues of our newsletter. However, during August and September, about 300 members are expected to be renewing along with you. So, in order to avoid a long wait at the membership desk at the monthly meeting, here are a couple of alternate ways to renew your membership:

1. Locate the renewal form inserted in this month's newsletter. Fill it out completely and mail it with \$20 (in cash or check) to Treasurer Ron Kordos (address on the form).
2. Take your completed renewal form and \$20, put them in an envelope found on the membership desk in the lobby, and deposit them in the Membership Renewal Box on the membership desk before or after the monthly meeting.

Please help out by following one of these renewal suggestions during August and September. Avoid any lapse in your membership or receipt of the JACG newsletter.

SOFTWARE SPECTRUM

SUPER SALE

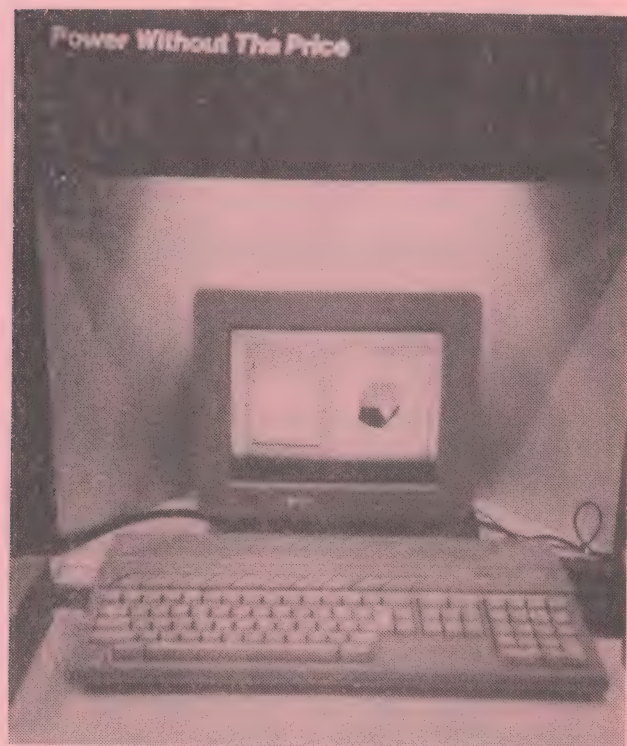
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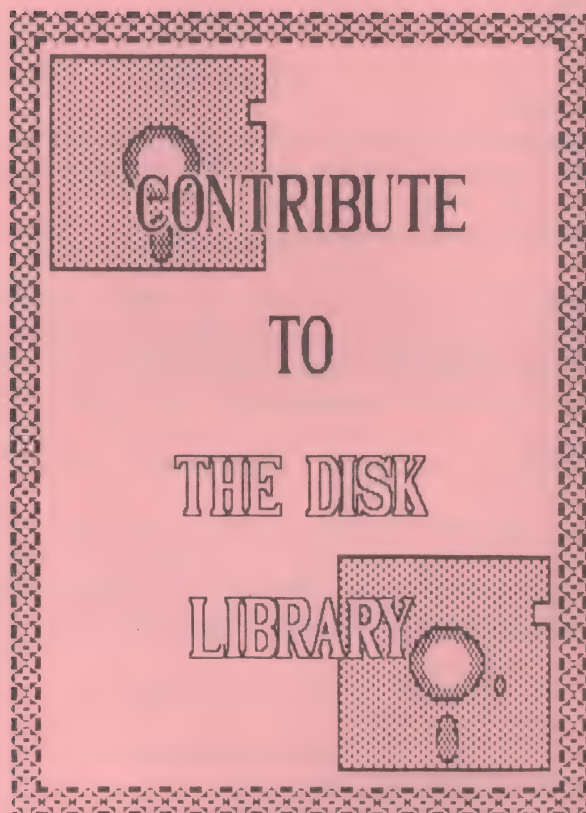


FLEA MARKET RULES

In order to clarify the intention of the Executive Committee in sanctioning the use of the BTL lobby before and after monthly meetings for use as a member flea market we publish the following rules:

1. All flea market sellers must be current JACG members.
2. Space is provided on a first-come, first-served basis.
3. Only ORIGINAL programs with ORIGINAL documentation may be sold in the area of software.
4. Hardware of any type may be sold normally without constraint. The Executive Committee reserves the right, however, to limit the physical size and space consumed by such hardware.
5. Flea market business will be conducted only in the lobby and ONLY when the meeting is not in session in the auditorium.
6. The Executive Committee reserves the right to deny or suspend the privilege of flea market usage to any person, member or not, for infraction of these operating rules.





REWARD!!!

FREE LIBRARY DISKS FOR GETTING ADS!!!

You can get free disks from our nationally famous and immensely growing JACG Disk Library by simply convincing any retailer, vendor, manufacturer, or whomever, to place an ad in the JACG Newsletter. For every quarter page ad you recruit from someone who has either never advertised in the Newsletter or has not advertised in the last 12 months you will get your choice of one free library disk. Half page ads bring you two disks and full page ads bring you four disks. How can you beat that deal?

Advertising rates are \$15/quarter page, \$25/half page, and \$40/full page. Your customer's ad reaches a targeted audience of enthusiastic Atari users of over 500 plus computer store and courtesy mailings bringing the total up to well over 700 per issue. Placement of ads in the Newsletter is the exclusive decision of the Editor but every consideration will be given advertiser requests. Space is available on a first-come, first-served, space-available basis. Contact Advertising Manager Herb Lehner at (201) 725-9394 for further information or any JACG officer listed on the back page of the Newsletter.

Get out there, talk up the efficacy of advertising in the official JACG publication, drum up some business which will bring down the cost of printing, and earn yourself some free disks. This offer is limited to current JACG members and each new advertiser, regardless of repeat business with larger or smaller ads, can be used only once. Members of the Commodore, Apple, and IBM-PC Boards of Directors must apply for special dispensation to qualify for this offer.

SOURCES

Hardware-Software-Repair

for your ATARI. Asterisks indicate advertisements elsewhere in this newsletter.

****6EMINI****

86 Ridgedale Avenue
Cedar Knolls, NJ 07927
(201) 267-0988

****Wayne Computer Software****

1459 Route 23
Wayne, NJ 07470
(201) 628-7318

****Pro*Plus****

Mike Yocum
3118 N. Prospect
Peoria, IL 61603

****Better Mousetrap Software****

Frank and Tom Pazel
14 Whitman Drive
Denville, NJ 07834

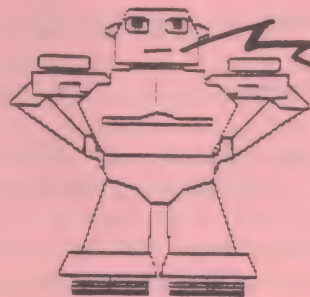
****SR Data****

2141 Woodbridge Avenue
Edison, NJ 08817
(201) 985-5017

****Software Spectrum****

382 Somerset Street
North Plainfield, NJ 07060
(201) 561-8777

The above listings are free to current advertisers. Others interested in being listed in this column should send business address and telephone number with check for \$5 per month, payable to JACG, to advertising manager Joseph Rowland, 429 Washington Street, Hackettstown, NJ 07840.



YOU BETTER 'GIVE A-BIT'
THIS MONTH OR I'M GOING
TO COME AND GET YOU!!!

PROPOSED
BYLAWS

of the

JERSEY ATARI COMPUTER GROUP

ARTICLE I - NAME

The name of the organization shall be the JERSEY ATARI COMPUTER GROUP hereinafter referred to as the JACG.

ARTICLE II - PURPOSE

The purpose for which the JACG is formed is to promote the interchange of knowledge among persons having an interest in personal computers and the Atari Home Computer.

ARTICLE III - MEMBERSHIP

Section 1 - Eligibility.

Membership in the JACG shall be open only to interested individuals upon payment of the membership dues. No business or group shall be eligible for membership and persons within such businesses or groups may become members only on an individual basis.

Section 2 - Term of Membership.

The term of membership shall be for one year commencing with the payment of membership dues.

Section 3 - Rights and Privileges.

Each member shall be entitled to:

- a) attend regular and special JACG meetings.
- b) vote on all matters presented for a vote at meetings in accordance with these Bylaws and any standing rules.
- c) run for election to any JACG office as provided in these Bylaws.
- d) receive a copy of each JACG Newsletter printed during the term of membership.
- e) have access to any software in the JACG software library.
- f) have access to any document in the JACG documentation library.
- g) participate in any JACG sponsored activities such as volume purchases, social activities, etc.

Section 4 - Termination of Membership.

Membership in the JACG shall be terminated upon:

- a) non-payment of membership dues as provided in Article IV of these Bylaws.
- b) request of the member.
- c) conduct which would discredit the JACG. Such conduct shall be cause for immediate suspension by the President, with termination of membership to be decided by the general membership at a regular meeting. Termination must be approved by a simple majority of members present. The member subject to these termination proceedings shall be notified at least two weeks prior to the meeting at which termination will be considered and shall have the right to speak in his/her defense.

ARTICLE IV - DUES

Section 1 - Membership Dues.

The amount of membership dues shall be determined by the JACG Executive Committee prior to the beginning of the new membership year. Dues are on a continuous rolling basis.

Section 2 - Non-payment.

Should a member fail to pay the current amount of membership dues at the end of his/her term of membership, that member shall automatically be dropped from the JACG membership rolls and all JACG rights and privileges shall be denied that individual. Members dropped from the JACG membership rolls due to non-payment may renew their membership at any time by payment of the current membership dues.

Section 3 - Other Charges.

The JACG may, at the discretion of the Executive Committee, charge individuals separately for goods and/or services provided by the JACG, such as:

- a) duplication of documents other than the JACG Newsletter.
- b) duplication of Library Software.
- c) social activities.
- d) selling of hardware and/or software at JACG meetings.
- e) advertising in the JACG Newsletter.
- f) other goods and/or services as determined by the Executive Committee.

ARTICLE IV - OFFICERS AND EXECUTIVE COMMITTEE

Section 1 - Elected Officers.

Elected officers of the JACG shall be President, Vice President, Secretary, and Treasurer.

Section 2 - Appointed Officers.

Appointed officers of the JACG shall be Librarian, Program Chairperson, Newsletter Editor, and Advertising Manager.

Section 3 - Executive Committee.

The Executive Committee of the JACG shall consist of the elected and appointed officers and the immediate past President.

Section 4 - Election of Officers.

The elected officers shall be elected at the regular November meeting for a term of one year which shall begin immediately. Voting shall be by secret ballot of the members present at the meeting except that the President may direct the Secretary to cast a single ballot in the case of uncontested offices. Nomination of officers shall be from the floor of the regular September meeting and shall be published in the October Newsletter. Nominations shall be closed at the end of the October meeting. Write-in votes shall not be allowed. An elected officer resigning during his/her term shall be replaced by a member appointed by the Executive Committee who shall then serve the balance of the unexpired term.

Section 5 - Appointment of Officers.

The appointed officers shall be appointed by the President with the advice and consent of the Executive Committee and shall serve at the President's convenience.

ARTICLE VI - DUTIES OF OFFICERS AND EXECUTIVE COMMITTEE

Section 1 - Executive Committee.

The JACG Executive Committee shall manage all business of the JACG and shall assist the JACG in setting policy in matters of:

- a) general activities.
- b) group purchases.
- c) publications.
- d) software acceptance and disbursement.
- e) documentation acceptance and disbursement.
- f) relations with other user's groups or clubs.
- g) review and approval of finances.

The Executive Committee, at any Executive Committee meeting, may remove any elected or appointed officer from office for due cause (e.g. conflict of interest, dereliction of duties, misconduct) by an affirmative vote of six (6) Executive Committee members.

Section 2 - President.

The President shall:

- a) preside at all JACG meetings and all JACG Executive Committee meetings.
- b) enforce these Bylaws and other rules of the JACG.
- c) decide all questions of order
- d) actively inform all officers regarding JACG activities.
- e) perform all customary duties pertaining to the Presidency.
- f) write a monthly column in the JACG newsletter.

Section 3 - Vice President.

The Vice President shall:

- a) assume the duties of the President in the President's absence.
- b) be responsible for the meeting place for regular JACG meetings.

Section 4 - Secretary.

The Secretary shall:

- a) carry on all correspondence required by these Bylaws and at the direction of the President.
- b) notify members of regular meetings thru announcements in the Newsletter.
- c) distribute the Newsletter in a manner determined by the Executive Committee.

Section 5 - Treasurer.

The Treasurer shall:

- a) Keep the membership rolls of the JACG.
- b) receive and disburse all funds paid to or by the JACG and keep an accurate accounting thereof.
- c) publish an annual financial report in the February Newsletter.
- d) be prepared to give a financial summary at all regular JACG meetings.
- e) maintain a list of all equipment owned by the JACG and the custodians thereof.

The Treasurer shall pay no bill in excess of Twenty Five dollars (\$25) without the approval of the President.

Section 6 - Librarian.

The Librarian shall:

- a) maintain a current list of all documents and software in the JACG library and make same available at all regular JACG meetings.
- b) make copies available to JACG members, other user's groups and clubs, and educational institutions.

The Librarian may enlist the assistance of other members in the execution of these duties, however the responsibility shall remain with the Librarian.

No software shall be made available by the Librarian unless it is in the public domain or permission to distribute has been given by the owner(s) of the software. In the event that proprietary software is inadvertently provided, it shall be the responsibility of the Librarian to:

- a) direct the Secretary to inform the recipients of such software that it is proprietary and should be destroyed and to notify the legal owner(s) that the software was inadvertently released.
- b) remove all copies from the JACG library.

Section 7 - Program Chairperson.

The Program Chairperson shall:

- a) be responsible for and preside over the program portion of each regular JACG meeting.
- b) obtain speakers/presenters and respond to outside requests for presentations for the program portion of each regular JACG meeting.

Section 8 - Newsletter Editor.

The Newsletter Editor shall:

- a) solicit articles of general or special interest for publication in the monthly JACG Newsletter.
- b) provide for selection of material, editing, layout, and printing of each issue of the JACG Newsletter.
- c) ensure timely delivery of Newsletters to the Secretary for distribution to the membership.
- d) deliver one copy of each issue of the Newsletter to the Librarian for inclusion in the document library.

The Newsletter Editor may enlist the assistance of other members in the execution of these duties, however the responsibility shall remain with the Newsletter Editor.

Section 9 - Advertising Manager.

The Advertising Manager shall:

- a) obtain ads for the JACG Newsletter.
- b) maintain a file of potential advertisers.
- c) send a copy of the Newsletter to each advertiser.
- d) ensure that ads are received by the Newsletter Editor for publication in the Newsletter.

ARTICLE VII - SPECIAL COMMITTEES

Special committees may be formed by the Executive Committee as needed. Committee chairpersons shall report directly to the Executive Committee.

ARTICLE VIII - MEETINGS

Regular JACG meetings shall normally be held on the second Saturday of each calendar month. Substitute meeting dates and additional meetings shall be as decided by the Executive Committee.

ARTICLE IX - QUORUM

A quorum for any Executive Committee meeting shall consist of five (5) officers of which at least two (2) shall be elected officers. A quorum for any regular JACG meeting shall consist of twenty five percent (25%) of the membership.

ARTICLE X - RULES

All questions of procedure not covered by these Bylaws shall be governed by the latest edition of Robert's Rules of Order.

ARTICLE XI - AMENDMENTS

These Bylaws may be amended or repealed, or new Bylaws adopted by a majority vote of JACG members present and voting at a regular JACG meeting or a meeting called for the purpose provided written or printed notice of the proposed changes has been given to all members at least two weeks previously. Voting shall be by secret ballot.

ARTICLE XII - ADOPTION OF BYLAWS

These Bylaws shall take effect upon adoption by a majority of JACG members present and voting at a regular JACG meeting. The Bylaws shall be published in the JACG Newsletter prior to adoption.



1984 JACG TREASURER'S REPORT

BALANCE ON HAND 1-1-84 (MEMBERSHIP 389)

\$6814.36

1984 INCOME

Membership Dues	\$9550.00
Newsletter Advertisements	2703.00
Disk Library Sales	3161.00
Back-issue Newsletter Sales	253.60
T-shirt Sales	540.00
Bank Interest	214.47
	\$16422.07

1984 EXPENSES

Newsletter Printing	\$9073.04
Newsletter Mailing	2607.64
Advertising	46.17
Photography	26.44
Membership (Data Base, Cards, Labels)	259.77
Disk Library	680.35
Contest Prizes	85.77
BBS Equipment	725.00
Postage/phone	108.13
T-shirt Purchase	500.00
Bank Service Charge	24.31
Taricon Donation	100.00
Taricon Convention (JACG Officers)	150.00
Atari Equip. & Access. (prurchase/repair)	184.45
AUGI Membership	10.00
Answering Machine Equipment & Install.	269.19
Miscellaneous	124.56
	14974.82

1984 BALANCE

1447.25

1447.25

TOTAL BALANCE ON HAND 12-31-84 (MEMBERSHIP 465)

\$8261.61



ATARI® POWER WITHOUT THE PRICE™

J A C G #
JERSEY ATARI COMPUTER GROUP #
40 LAWRENCE ROAD #
PARSIPPANY, NEW JERSEY 07054 #
#####



FIRST CLASS MAIL

Mark Knutsen
438 East 5th Ave.
Roselle, NJ 07203
Last Issue: 05/85

JACG NEWSLETTER - VOLUME 4, NUMBER 6
February 1985

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Manny Lieberman

The Jersey Atari Computer Group (JACG) is an independent, informal organization of ATARI computer users. It is not affiliated with Atari or any other commercial enterprise. Opinions expressed in this publication reflect only the views of the individual author, and do not necessarily represent the views of JACG. Material in this Newsletter may be reprinted by other Atari User Groups, provided the author (if applicable) and JACG are given credit and the issue date is given. Only original work may be reprinted. Questions concerning reprinting should be addressed to the Editor.